**Batch: A3 Roll No.: 16010121045**

**Experiment No. 1**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of selection sort/ Insertion sort** |

**Objective:** To analyse performance of sorting methods

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 1 | Analyze the asymptotic running time and space complexity of algorithms. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. [**http://en.wikipedia.org/wiki/Insertion\_sort**](http://en.wikipedia.org/wiki/Insertion_sort)
4. [**http://www.sorting-algorithms.com/insertion-sort**](http://www.sorting-algorithms.com/insertion-sort)
5. [**http://www.princeton.edu/~achaney/tmve/wiki100k/docs/Insertion\_sort.html**](http://www.princeton.edu/~achaney/tmve/wiki100k/docs/Insertion_sort.html)
6. [**http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/insertionSort.htm**](http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/insertionSort.htm)
7. [**http://en.wikipedia.org/wiki/Selection\_sort**](http://en.wikipedia.org/wiki/Selection_sort)
8. [**http://www.sorting-algorithms.com/selection-sort**](http://www.sorting-algorithms.com/selection-sort)
9. [**http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/selectionSort.htm**](http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/selectionSort.htm)
10. **http://courses.cs.vt.edu/~csonline/Algorithms/Lessons/SelectionCardSort/selectioncardsort.html**

**Pre Lab/ Prior Concepts:**

Data structures, sorting techniques.

**Historical Profile:**

There are various methods to sort the given list. As the size of input changes, the performance of these strategies tends to differ from each other. In such case, the priori analysis can helps the engineer to choose the best algorithm.

**New Concepts to be learned:**

Space complexity, time complexity, size of input, order of growth.

**Topic: Sorting Algorithms**

**Theory:** Given a function to compute on n inputs the divide-and-conquer strategy suggests splitting the inputs into k distinct subsets, 1< k ≤n, yielding k sub problems. These sub problems must be solved and then a method must be found to combine sub solutions into a solution of the whole. If the sub problems are still relatively large, then the divide-and-conquer strategy can possibly be reapplied. Often the sub problems resulting from a divide-and-conquer design are the same type as the original problem. For those cases the reapplication of the divide-and- conquer principle is naturally expressed by a recursive algorithm. Now smaller and smaller sub problems of the same kind are generated until eventually sub problems that are small enough to be solved without splitting are produced.

**Algorithm Insertion Sort**

INSERTION\_SORT (*A,n*)

//The algorithm takes as parameters an array *A*[1.. *n*] and the length *n* of the array.

//The array *A* is sorted in place: the numbers are rearranged within the array

// A[1..n] of eletype, n: integer

**FOR** j ← 2 **TO** length[*A*]   
             **DO**  key ← *A*[*j*]      
                   {Put *A*[*j*] into the sorted sequence *A*[1 . . *j* − 1]}     
                    *i* ← *j* − 1      
                    **WHILE** *i* > 0 and *A*[*i*] > key  
                                 **DO** *A*[*i* +1] ← *A*[*i*]              
                                         *i* ← *i* − 1       
                     *A*[*i* + 1] ← key

**Algorithm Selection Sort**

SELECTION\_SORT (A,n)

//The algorithm takes as parameters an array *A*[1.. *n*] and the length *n* of the array.

//The array *A* is sorted in place: the numbers are rearranged within the array

// A[1..n] of eletype, n: integer

**FOR** *i* ← 1 **TO** *n*-1 **DO**    
    min *j* ← *i*;  
    min *x* ← A[*i*]  
   **FOR** *j* ← *i* + 1 to n do  
        **IF** A[*j*] < min x then  
            min *j* ← *j*  
            min *x* ← A[j]  
    A[min *j*] ← A [*i*]  
    A[*i*] ← min *x*

**Code:**

*#include* <bits/stdc++.h>

using namespace std;

void insertion(long \**arr*, int *n*)

{

*for* (long i = 0; i < *n* - 1; i++)

{

long key = *arr*[i + 1];

*for* (long j = i + 1; j > 0; j--)

*if* (*arr*[j] < *arr*[j - 1])

{

long temp = *arr*[j];

*arr*[j] = *arr*[j - 1];

*arr*[j - 1] = temp;

}

}

}

void selection(long *arr*[], int *n*)

{

*for* (long i = 0; i < *n* - 1; i++)

{

long min = i;

*for* (long j = i + 1; j < *n*; j++)

*if* (*arr*[j] < *arr*[min])

min = j;

long temp = *arr*[min];

*arr*[min] = *arr*[i];

*arr*[i] = temp;

}

}

int main()

{

long n = 10000;

double tim1[10], tim2[10];

*for* (int j = 0; j < 10; j++)

{

long int arr1[n], arr2[n];

*for* (int i = 0; i < n; i++)

{

arr1[i] = n - i;

arr2[i] = n - i;

}

clock\_t start, end;

start = clock();

ios\_base::sync\_with\_stdio(false);

insertion(arr1, n);

end = clock();

tim1[j] = ((double) (end - start)) / CLOCKS\_PER\_SEC;

start = clock();

selection(arr2, n);

end = clock();

tim2[j] = ((double) (end - start)) / CLOCKS\_PER\_SEC;

cout << "n= " << n << " Insertion = "<< tim1[j] << setprecision(5)<< " Selection = " << tim2[j] << endl;

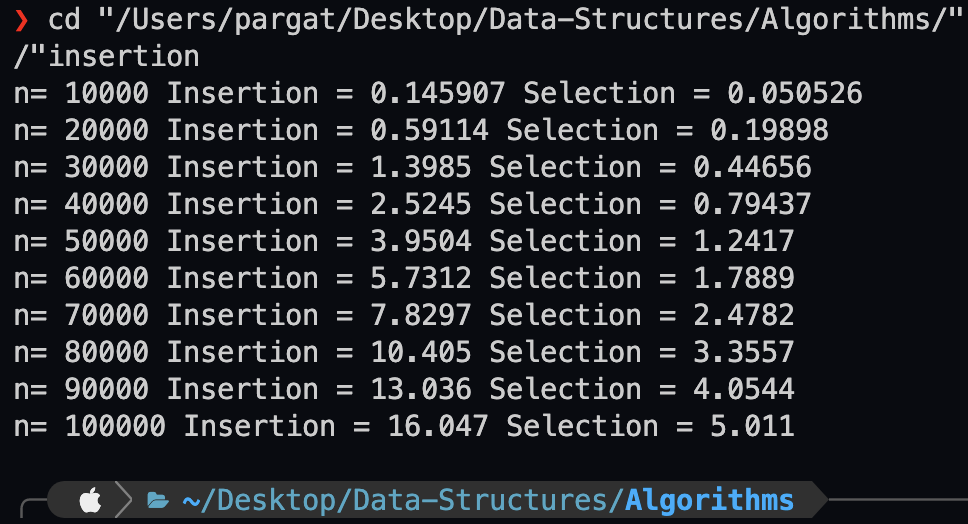
n += 10000;

}

*return* 0;

}

**Output:**

****

**The space complexity of Insertion sort: O(n)**

It takes in a total of n + 5 elements of space

Hence O(n)

**The space complexity of Selection sort: O(n)**

It takes in a total of n + 5 elements of space

Hence O(n)

**Time complexity for Insertion sort: O(n2)**

(n-1) + (n(n-1))/2 = (n2+n+2)/2

Hence O(n2)

**Time complexity for selection sort: O(n2)**

(n-1) + (n(n-1))/2 = (n2+n+2)/2

Hence O(n2)

**Graphs for varying input sizes: (Insertion Sort & Selection sort)**

Both of them have the same time complexity O(n2 ), but selection sort has been proven to be worse than insertion sort for large arrays.

**CONCLUSION:**

Understood the logic behind insertion sort and selection sort and the analysis of their space and time complexities.

**Batch: A3 Roll No.: 16010121045**

**Experiment No. 2**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of Binary search/Max-Min algorithm** |

**Objective:** To learn the divide and conquer strategy of solving the problems of different types

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Describe various algorithm design strategies to solve different problems and analyse Complexity. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://en.wikipedia.org/wiki/Binary\_search\_algorithm**
4. **https://www.princeton.edu/~achaney/tmve/wiki100k/docs/Binary\_search\_algorithm.html**
5. **http://video.franklin.edu/Franklin/Math/170/common/mod01/binarySearchAlg.html**
6. **http://xlinux.nist.gov/dads/HTML/binarySearch.html**
7. **https://www.cs.auckland.ac.nz/software/AlgAnim/searching.html**

**Pre Lab/ Prior Concepts:**

Data structures

**Historical Profile:**

Finding maximum and minimum or Binary search are few problems those are solved with the divide-and-conquer technique. This is one the simplest strategies which basically works on dividing the problem to the smallest possible level.

Binary Search is an extremely well-known instance of divide-and-conquer paradigm. Given an ordered array of n elements, the basic idea of binary search is that for a given element , "probe" the middle element of the array. Then continue in either the lower or upper segment of the array, depending on the outcome of the probe until the required (given) element is reached.

**New Concepts to be learned:**

Number of comparisons, Application of algorithmic design strategy to any problem, Classical problem solving Vs Divide-and-Conquer problem solving.

**Algorithm IterativeBinarySearch**

int binary\_search(int A[ ], int key, int imin, int imax)

//The algorithm takes as parameters an array *A*[1.. *n*] , the search key and lower-higher index pair of the array.

// Output- The algorithm returns index of the search key in the given array, if it’s present.

{

// continue searching while [imin, imax] is not empty

**WHILE** (imax >= imin)

{

// calculate the midpoint for roughly equal partition

int imid = midpoint(imin, imax);

**IF**(A[imid] == key)

// key found at index imid

return imid;

// determine which subarray to search

**ELSE** **If** (A[imid] < key)

// change min index to search upper subarray

imin = imid + 1;

**ELSE**

// change max index to search lower subarray

imax = imid - 1;

}

// key was not found

**RETURN** KEY\_NOT\_FOUND;

}

**The space complexity of Iterative Binary Search:**

The space complexity of iterative binary search is O(1) .

It means that it only requires a constant amount of extra space, regardless of the size of the input array. It only needs two variables to keep track of the range of elements that are to be checked.

**Algorithm Recursive Binary Search**

int binary\_search(int A[], int key, int imin, int imax)

//The algorithm takes as parameters an array *A*[1.. *n*] , the search key and lower-higher index pair of the array.

// Output- The algorithm returns index of the search key in the given array, if it’s present.

{

// test if array is empty

**IF** (imax < imin)

// set is empty, so return value showing not found

**RETURN** KEY\_NOT\_FOUND;

**ELSE**{

// calculate midpoint to cut set in half

int imid = midpoint(imin, imax);

// three-way comparison

**IF** (A[imid] > key)

// key is in 🡨 lower subset

**RETURN** binary\_search(A, key, imin, imid-1);

**ELSE IF** (A[imid] < key)

// key is in 🡪 higher subset

**RETURN** binary\_search(A, key, imid+1, imax);

**ELSE**

// key has been found

**RETURN** imid;

}

}

**The space complexity of Recursive Binary Search:**

The space complexity of recursive binary search is O(logN).

It means that it requires a logarithmic amount of extra space, proportional to the size of the input array. This is because in the worst case, there will be logN recursive calls and all these recursive calls will be stacked in memory.

**The Time complexity of Binary Search:**

The time complexity of recursive binary search is O(log n) where n is the number of elements in the sorted array. This means that in each iteration or recursive call, the search gets reduced to half of the array size.

**Binary search code:**

*#include* <bits/stdc++.h>

using namespace std;

void binary(int \*arr, int ele, int n)

{

int l = 0, r = n - 1;

*while* (l <= r)

{

int mid = (l + r) / 2;

*if* (arr[mid] == ele)

{

cout << mid << endl;

*break*;

}

*else* *if* (arr[mid] > ele)

r = mid - 1;

*else*

l = mid + 1;

}

}

void search(int \*arr, int l, int r, int ele)

{

*if* (arr[(l + r) / 2] == ele)

{

cout << (l + r) / 2 << endl;

*return*;

}

*if* (l >= r)

{

cout << "Not Found" << endl;

*return*;

}

*if* (arr[(l + r) / 2] > ele)

search(arr, l, (l + r) / 2 - 1, ele);

*else*

search(arr, (l + r) / 2 + 1, r, ele);

}

int main()

{

int arr[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

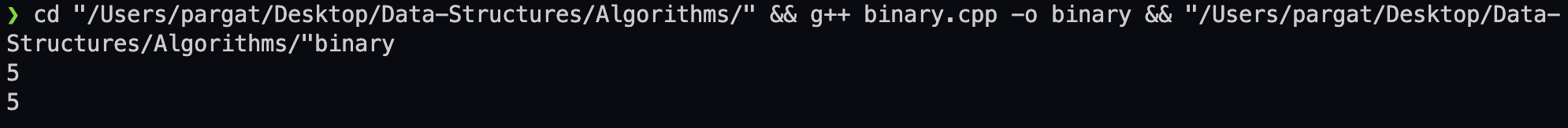
binary(arr, 6, 10);

search(arr, 0, 10, 6);

*return* 0;

}

**Output:**

****

**Algorithm StraightMaxMin:**

**VOID** StraightMaxMin (Type a[], int n, Type& max, Type& min)

// Set max to the maximum and min to the minimum of a[1:n].

{ max = min = a[1];

**FOR** (int i=2; i<=n; i++)

{

**IF** (a[i]>max) then max = a[i];

**IF** (a[i]<min) min = a[i];

}

}

**Algorithm: Recursive Max-Min**

**VOID** MaxMin(int i, int j, Type& max, Type& min)

// A[1:n] is a global array. Parameters i and j are integers, 1 <= i <= j <= n.

//The effect is to set max and min to the largest and smallest values in a[i:j], respectively.

{

**IF** (i == j) max = min = a[i]; // Small(P)

**ELSE IF** (i == j-1) { // Another case of Small(P)

**IF** (a[i] < a[j])

max = a[j]; min = a[i];

**ELSE** { max = a[i]; min = a[j];

}

**ELSE** { Type max1, min1;

// If P is not small divide P into sub problems. Find where to split the set.

int mid=(i+j)/2;

// solve the sub problems.

MaxMin(i, mid, max, min);

MaxMin(mid+1, j, max1, min1);

// Combine the solutions.

**IF** (max < max1) max = max1;

**IF** (min > min1) min = min1;

}

}

*#include* <bits/stdc++.h>

using namespace std;

int recMax(int arr[], int len)

{

*if* (len == 1)

*return* arr[0];

*return* max(arr[len - 1], recMax(arr, len - 1));

}

int recMin(int arr[], int len)

{

*if* (len == 1)

*return* arr[0];

*return* min(arr[len - 1], recMin(arr, len - 1));

}

void minMax(int\* arr,int n){

int max=arr[0],min=arr[0];

*for*(int i=1;i<n;i++){

*if*(arr[i]>max)

max=arr[i];

*if*(arr[i]<min)

min=arr[i];

}

cout<<max<<" "<<min<<endl;

}

int main()

{

int arr[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

cout << recMax(arr, 10) << endl;

cout << recMin(arr, 10) << endl;

minMax(arr,10);

*return* 0;

}

**The Time complexity of Max-Min:**

Time complexity is O(n)

**Space complexity for Max-Min:**

Space complexity is O(1).

**Code:**

*#include* <bits/stdc++.h>

using namespace std;

int recMax(int arr[], int len)

{

*if* (len == 1)

*return* arr[0];

*return* max(arr[len - 1], recMax(arr, len - 1));

}

int recMin(int arr[], int len)

{

*if* (len == 1)

*return* arr[0];

*return* min(arr[len - 1], recMin(arr, len - 1));

}

void minMax(int\* arr,int n){

int max=arr[0],min=arr[0];

*for*(int i=1;i<n;i++){

*if*(arr[i]>max)

max=arr[i];

*if*(arr[i]<min)

min=arr[i];

}

cout<<max<<" "<<min<<endl;

}

int main()

{

int arr[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

cout << recMax(arr, 10) << endl;

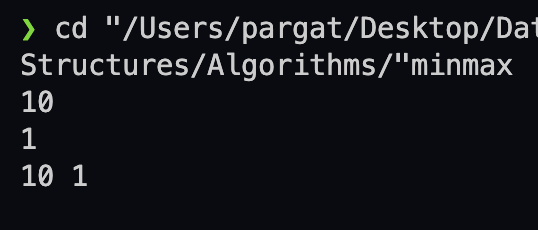
cout << recMin(arr, 10) << endl;

minMax(arr,10);

*return* 0;

}

**Output:**

****

**CONCLUSION:**

The divide and conquer strategy solves problems by dividing them into smaller subproblems and combining their solutions. Binary search and min-max are two examples of this strategy that can find an element or a pair of elements in an array efficiently.

**Batch: Roll No.:**

**Experiment No.\_\_\_\_\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of Quick sort/Merge sort algorithm** |

**Objective:** To learn the divide and conquer strategy of solving the problems of different types

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Describe various algorithm design strategies to solve different problems and analyze Complexity. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://en.wikipedia.org/wiki/Quicksort**
4. **https://www.cs.auckland.ac.nz/~jmor159/PLDS210/qsort.html**
5. **http://www.cs.rochester.edu/~gildea/csc282/slides/C07-quicksort.pdf**
6. **http://www.sorting-algorithms.com/quick-sort**
7. **http://www.cse.ust.hk/~dekai/271/notes/L01a/quickSort.pdf**
8. **http://en.wikipedia.org/wiki/Merge\_sort**
9. **http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/mergeSort.htm**
10. **http://www.sorting-algorithms.com/merge-sort**
11. **http://www.princeton.edu/~achaney/tmve/wiki100k/docs/Merge\_sort.html**

**Pre Lab/ Prior Concepts:**

Data structures, various sorting techniques

**Historical Profile:**

**Quicksort and merge sort are** divide**-**and-conquer sorting algorithm in which division is dynamically carried out. They are one the most efficient sorting algorithms.

**New Concepts to be learned:**

Number of comparisons, Application of algorithmic design strategy to any problem, Classical problem solving vs Divide-and-Conquer problem solving.

**Algorithm** **Recursive Quick Sort:**

**void** quicksort( Integer A[ ], Integer left, Integer right)

**//**sorts A[left.. right] by using partition() to partition A[left.. right], and then //calling itself // twice to sort the two subarrays.

{ **IF** ( left < right ) then

{ q = partition( A, left, right);

quicksort( A, left, q–1);

quicksort( A, q+1, right);

}

}

**Integer *partition(integer A*T[], Integer *left*, Integer *right*)**

*//This function*rarranges *A*[*left***..***right*] and finds and returns an integer *q*, such that *A*[*left*], ..., //*A*[*q*–1] **<**∼*pivot*, *A*[*q*] = *pivot*, *A*[*q*+1], ..., *A*[*right*] > *pivot*, where *pivot* is the first element of //a[left…right], before partitioning**.**

{

pivot = A[left]; lo = left+1; hi = right;

**WHILE** ( lo ≤ hi)

{ **WHILE** (A[hi] > pivot) hi = hi – 1;

**WHILE** ( lo ≤ hi and A[lo] <∼pivot) lo = lo + 1;

**IF** ( lo ≤ hi) then swap( A[lo], A[hi]);

}

swap(pivot, A[hi]);

**RETURN** hi;

}

**The space complexity of Quick Sort:**

**Derivation of best case and worst-case time complexity (Quick Sort)**

**Algorithm Merge Sort**

MERGE-SORT (*A*, *p*, *r*)

// To sort the entire sequence A[1 .. n], make the initial call  to the procedure MERGE-SORT (*A*, //1, *n*). Array *A* and indices *p*, *q*, *r* such that *p* ≤ *q* ≤ r and sub array *A*[*p* .. *q*] is sorted and sub array //*A*[*q* + 1 .. *r*] is sorted. By restrictions on *p*, *q*, *r*, neither sub array is empty.

**//OUTPUT**: The two sub arrays are merged into a single sorted sub array in *A*[*p* .. *r*].

**IF** *p* < *r*                                                    // Check for base case  
         **THEN** *q* = FLOOR [(*p* + *r*)/2]                 // Divide step  
                 **MERGE** (A, *p*, *q*)                          // Conquer step.  
                 MERGE (A, *q* + 1, *r*)                     // Conquer step.  
                 MERGE (A, *p*, *q*, *r*)                       // Conquer step.

MERGE (*A*, *p*, *q*, *r*)

{

*n*1 ← *q* − *p* + 1  
      *n*2 ← *r* − *q*  
      Create arrays L[1 . . *n*1 + 1] and R[1 . . *n*2 + 1]  
      **FOR** *i* ← 1 **TO** *n*1  
            **DO** L[*i*] ← A[*p* + *i* − 1]  
      **FOR** *j* ← 1 **TO** *n*2  
            **DO** R[*j*] ← A[*q* + *j* ]  
      L[*n*1 + 1] ← ∞  
      R[*n*2 + 1] ← ∞  
    *i* ← 1  
    *j* ← 1  
    **FOR** *k* ← *p* **TO** *r*  
         **DO IF** L[*i* ] ≤ R[ *j*]  
                **THEN** A[*k*] ← L[*i*]  
                        *i* ← *i* + 1  
                **ELSE** A[k] ← R[j]  
                        *j* ← *j* + 1

}

**The space complexity of Merge sort:**

**Derivation of best case and worst-case time complexity (Merge Sort)**

**Example for quicksort/Merge tree for merge sort:**

**CONCLUSION:**

**Batch: Roll No.:**

**Experiment No.\_\_\_\_\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title:** Implementation ofSingle source shortest path by Greedy strategy |

**Objective:** To learn the Greedy strategy of solving the problems for different types of problems

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Describe various algorithm design strategies to solve different problems and analyse Complexity. |

**Books/ Journals/ Websites referred:**

1. **1. Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **https://www.mpi-inf.mpg.de/~mehlhorn/ftp/ShortestPathSeparator.pdf**
4. **en.wikipedia.org/wiki/Shortest\_path\_problem**
5. **www.cs.princeton.edu/~rs/AlgsDS07/15ShortestPaths.pdf**

**Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

**Historical Profile:**

Sometimes the problems have more than one solution. With the size of the problem, every time it’s not feasible to solve all the alternative solutions and choose a better one. The greedy algorithms aim at choosing a greedy strategy as solutioning method and proves how the greedy solution is better one.

Though greedy algorithms do not guarantee optimal solution, they generally give a better and feasible solution.

The path finding algorithms work on graphs as input and represent various problems in the real world.

**New Concepts to be learned:** Application of algorithmic design strategy to any problem, Greedy method of problem solving Vs other methods of problem solving, optimality of the solution

**Topic: GREEDY METHOD**

**Theory:** The greedy method suggests that one can devise an algorithm that work in stages, considering one input at a time. At each stage, a decision is made regarding whether a particular input is in an optimal solution. This is done by considering the inputs in an order determined by some selection procedure. If the inclusion of the next input into the partially constructed optimal solution will result in an infeasible solution, then this input is not added to the partial solution. Otherwise, it is added. The selection procedure itself is based on some optimization measures may be plausible for a given problem. Most of these, however, will result in algorithms that generate suboptimal solutions. This version of the greedy technique is called the **subset paradigm**.

**Control Abstraction**:

SolType Greedy (Type s [], int n)

// a[1:n] contains the n inputs.

{SolType solution = EMPTY;

// Initialize the solution.

For (int i=1; I<=n; i++) {

Type x = Select (a);

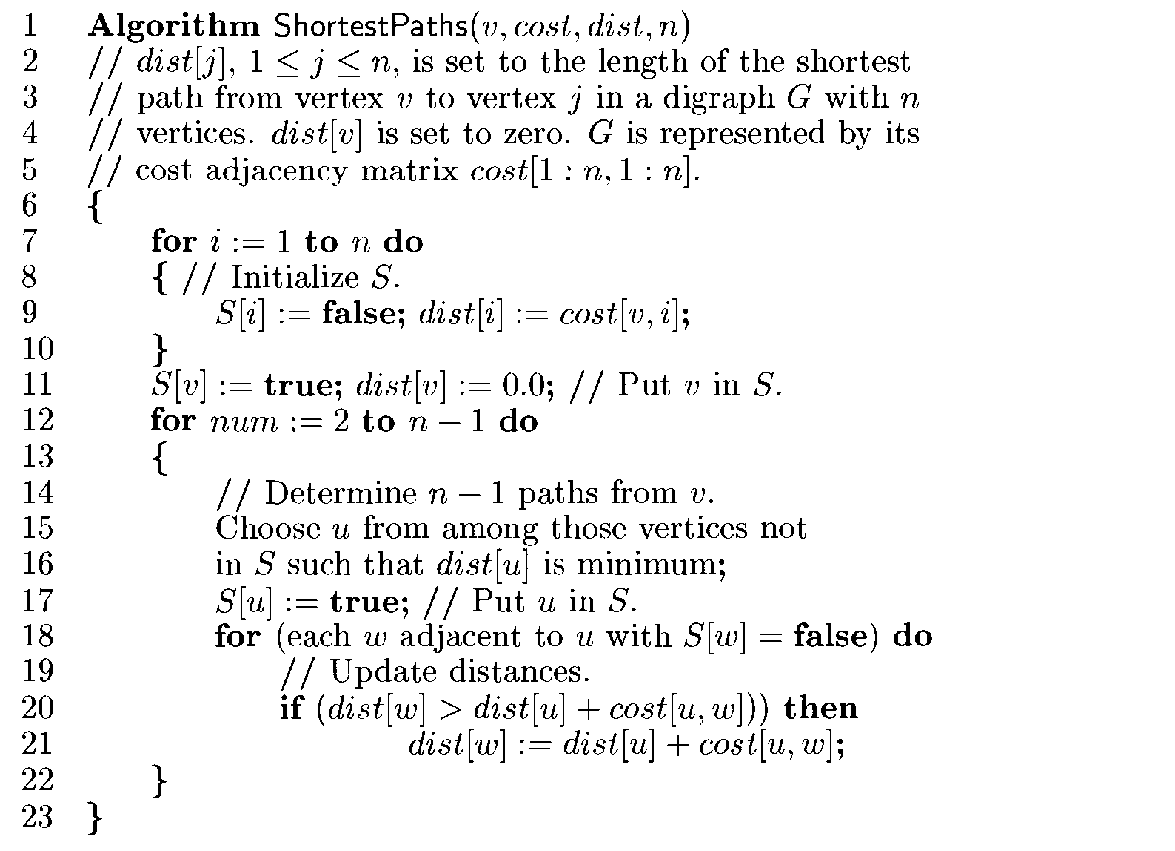
If Feasible (solution, x)

Solution = Union (solution, x) ;

}

return solution;

}

**Algorithm**: 

**Example Graph:**

**Solution:**

**Time Complexity for single source shortest path**

**Conclusion:**

**Batch: Roll No.:**

**Experiment No.\_\_\_\_\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title:** Implementation of Knapsack Problem using Greedy strategy |

**Objective:** To learn the Greedy strategy of solving the problems for different types of problems

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Describe various algorithm design strategies to solve different problems and analyse Complexity. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://lcm.csa.iisc.ernet.in/dsa/node184.htm**
4. **http://students.ceid.upatras.gr/~papagel/project/kruskal.htm**
5. [**http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/kruskalAlgor.html**](http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/kruskalAlgor.html)
6. **http://lcm.csa.iisc.ernet.in/dsa/node183.html**
7. **http://students.ceid.upatras.gr/~papagel/project/prim.htm**
8. **http://www.cse.ust.hk/~dekai/271/notes/L07/L07.pdf**

**Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

**Historical Profile:**

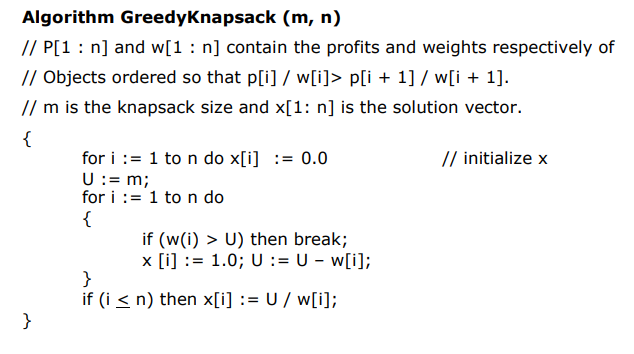
The knapsack problem represents constraint satisfaction optimization problems’ family. Based on nature of constraints, the knapsack problem can be solved with various problem saolving strategies. Typically, these problems represent resource optimization solution.

Given a set of n inputs. · Find a subset, called feasible solution, of the n inputs subject to some constraints, and satisfying a given objective function. · If the objective function is maximized or minimized, the feasible solution is optimal. · It is a locally optimal method.

**New Concepts to be learned:**

Application of algorithmic design strategy to any problem, Greedy method of problem solving Vs other methods of problem solving, optimality of the solution, knapsack problem and their applications

**Knapsack Problem Algorithm**

****

**Example: Knapsack Problem**

**Analysis of Knapsack Problem algorithm:**

**Conclusion:**

**Batch: Roll No.:**

**Experiment No.\_7\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of All Pair Shortest Path using Dynamic Programming** |

**Objective** To learn the All-Pair Shortest Path using Floyd-Warshall’salgorithm

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Describe various algorithm design strategies to solve different problems and analyse Complexity. |

**Books/ Journals/ Websites referred:**

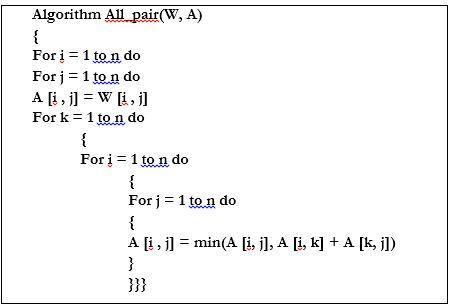
1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://users.cecs.anu.edu.au/~Alistair.Rendell/Teaching/apac\_comp3600/module4/all\_pairs\_shortest\_paths.xhtml**
4. **https://www.geeksforgeeks.org/floyd-warshall-algorithm-dp-16/**
5. **http://www.cs.bilkent.edu.tr/~atat/502/AllPairsSP.ppt**

**Theory:**

It aims to figure out the shortest path from each vertex v to every other u.

1. In all pair shortest path, when a weighted graph is represented by its weight matrix W then objective is to find the distance between every pair of nodes.
2. Apply dynamic programming to solve the all pairs shortest path.
3. In all pair shortest path algorithm, we first decomposed the given problem into sub problems.
4. In this principle of optimally is used for solving the problem.
5. It means any sub path of shortest path is a shortest path between the end nodes.

**Algorithm:**



**Example :**

**Solution for the example:**

**Analysis of algorithm:**

**CONCLUSION:**

**Batch: Roll No.:**

**Experiment No.\_\_\_\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation Matrix Chain Multiplication of Dynamic Programming** |

**Objective:** To learn Matrix chain multiplication using Dynamic Programming Approach

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Describe various algorithm design strategies to solve different problems and analyse Complexity. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. [**http://www.lsi.upc.edu/~mjserna/docencia/algofib/P07/dynprog.pdf**](http://www.lsi.upc.edu/~mjserna/docencia/algofib/P07/dynprog.pdf)
4. [**http://www.geeksforgeeks.org/travelling-salesman-problem-set-1/**](http://www.geeksforgeeks.org/travelling-salesman-problem-set-1/)
5. [**http://www.mafy.lut.fi/study/DiscreteOpt/tspdp.pdf**](http://www.mafy.lut.fi/study/DiscreteOpt/tspdp.pdf)
6. [**https://class.coursera.org/algo2-2012-001/lecture/181**](https://class.coursera.org/algo2-2012-001/lecture/181)
7. [**http://www.quora.com/Algorithms/How-do-I-solve-the-travelling-salesman-problem-using-Dynamic-programming**](http://www.quora.com/Algorithms/How-do-I-solve-the-travelling-salesman-problem-using-Dynamic-programming)
8. [**www.cse.hcmut.edu.vn/~dtanh/download/Appendix\_B\_2.ppt**](http://www.cse.hcmut.edu.vn/~dtanh/download/Appendix_B_2.ppt)
9. **www.ms.unimelb.edu.au/~s620261/powerpoint/chapter9\_4.ppt‎**

**Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

**Historical Profile:**

Dynamic Programming (DP) is used heavily in optimization problems (finding the maximum and the minimum of something). Applications range from financial models and operation research to biology and basic algorithm research. So the good news is that understanding DP is profitable. However, the bad news is that DP is not an algorithm or a data structure that you can memorize. It is a powerful algorithmic design technique.

**New Concepts to be learned:**

Application of algorithmic design strategy to any problem, dynamic Programming method of problem solving Vs other methods of problem solving, optimality of the solution, Optimal Binary Search Tree Problems and their applications

**Theory:**

**Problem definition:**

Given a sequence of N matrices, the matrix chain multiplication problem is to find the most efficient way to [multiply these matrices](https://en.wikipedia.org/wiki/Matrix_multiplication) by minimizing the number of computations involved during multiplications.

**Optimal Substructure:** parameterization/ select the subgroup of matrices that will result in least number of computations.

For multiplication of matrix series Ai to Aj, choose Ak such that multiplication of matrices through Ai..k and Ak+1…j will incur least number of computations for any k such that i<=k<j.

**Recursive Formula:**



**Algorithm:**

**Example:**

**Solution for the example:**

**Analysis of algorithm:**

**CONCLUSION:**

**Topic: Backtracking**

**Theory:** In many applications of the backtrack method, the desired solution is expressible as an n-tuple *(x1,...,Xn),* where the x*i* are chosen from some finite set Si. Often the problem to be solved calls for finding one vector that maximizes (or minimizes or satisfies) a *criterion function P(x1,…..* . , *xn). Sometime*s it seeks all vectors that satisfy *P.* For example, sorting the array of integers in. *a[1* : n] is a problem whose solution is expressible by an *n- tuple, w*here x*i* is the index in *a* of the ith smallest element. The criterion function P is the inequality *a[xi]* ≤ *a[xi+1]* for 1 ≤ i < *n.* The set *Si* is finite and includes the integers 1 through *n.* Though sorting is not usually one of the problems solved by backtracking, it is one example of a familiar problem whose solution can be formulated as an n-tuple.

**Control abstraction**:

void Backtrack( int k )

// This is a schema that describes the backtracking process //using recursion. On entering, the first k-1 values x[1], x[2], //…., x[k-1] of the solution vector x[1:n] have been //assigned. x[] and n are global.

{

for (each x[k] such that x[k] Є T(x[1], …, x[k-1])

{

if (Bk (x[1], x[2], …, x[k]))

{

if (x[1], x[2], …, x[k] is a path to an answer node)

output x[1:k];

if (k < n) Backtrack(k+1);

}

}

}

**Batch: B3 Roll No.: 1611124**

**Experiment No. \_\_\_\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of Graph Colouring Backtracking Algorithm** |

**Objective:** To learn the Backtracking strategy of problem solving for Graph Colouring problem

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Analyze and solve problems for divide and conquer strategy, greedy method, dynamic programming approach and backtracking and branch & bound policies. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://www.math.utah.edu/~alfeld/queens/queens.html**
4. [**http://www-isl.ece.arizona.edu/ece175/assignments275/assignment4a/Solving%208%20queen%20problem.pdf**](http://www-isl.ece.arizona.edu/ece175/assignments275/assignment4a/Solving%208%20queen%20problem.pdf)
5. [**http://www.slideshare.net/Tech\_MX/8-queens-problem-using-back-tracking**](http://www.slideshare.net/Tech_MX/8-queens-problem-using-back-tracking)
6. [**http://www.mathcs.emory.edu/~cheung/Courses/170.2010/Syllabus/Backtracking/8queens.html**](http://www.mathcs.emory.edu/~cheung/Courses/170.2010/Syllabus/Backtracking/8queens.html)
7. [**http://www.geeksforgeeks.org/backtracking-set-3-n-queen-problem/**](http://www.geeksforgeeks.org/backtracking-set-3-n-queen-problem/)
8. **http://www.hbmeyer.de/backtrack/achtdamen/eight.htm**

**Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

**Historical Profile:**

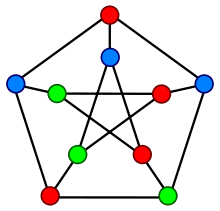
Given an undirected graph and a number m, determine if the graph can be colored with at most m colors such that no two adjacent vertices of the graph are colored with same color. Here coloring of a graph means assignment of colors to all vertices.

***nput:***

1) A 2D array graph [V][V] where V is the number of vertices in graph and graph[V][V] is adjacency matrix representation of the graph.

***Output:***

An array color [V] that should have numbers from 1 to m. color[i] should represent the color assigned to the ith vertex. The code should also return false if the graph cannot be colored with m colors.

Following is an example graph can be colored with 3 colors.  


**New Concepts to be learned:**

Application of algorithmic design strategy to any problem, Backtracking method of problem solving Vs other methods of problem solving problem graph colouring and its applications.

**Algorithm Graph colouring Problem:-**

**Text, letter

Description automatically generated**

**Example Graph Colouring Problem:**

**Analysis of Backtracking solution for Graph Colouring Problem:**

**Conclusion:**

**Batch: B3 Roll No.: 1611124**

**Experiment No. \_\_\_8\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of N-Queen Problem using Backtracking Algorithm** |

**Objective:** To learn the Backtracking strategy of problem solving for 8-Queens problem

**CO to be achieved:**

|  |  |
| --- | --- |
| Sr. No | Objective |
| CO 1 | Compare and demonstrate the efficiency of algorithms using asymptotic complexity notations. |
| CO 2 | Analyze and solve problems for divide and conquer strategy, greedy method, dynamic programming approach and backtracking and branch & bound policies. |
| CO 3 | Analyze and solve problems for different string matching algorithms. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://www.math.utah.edu/~alfeld/queens/queens.html**
4. [**http://www-isl.ece.arizona.edu/ece175/assignments275/assignment4a/Solving%208%20queen%20problem.pdf**](http://www-isl.ece.arizona.edu/ece175/assignments275/assignment4a/Solving%208%20queen%20problem.pdf)
5. [**http://www.slideshare.net/Tech\_MX/8-queens-problem-using-back-tracking**](http://www.slideshare.net/Tech_MX/8-queens-problem-using-back-tracking)
6. [**http://www.mathcs.emory.edu/~cheung/Courses/170.2010/Syllabus/Backtracking/8queens.html**](http://www.mathcs.emory.edu/~cheung/Courses/170.2010/Syllabus/Backtracking/8queens.html)
7. [**http://www.geeksforgeeks.org/backtracking-set-3-n-queen-problem/**](http://www.geeksforgeeks.org/backtracking-set-3-n-queen-problem/)
8. [**http://www.hbmeyer.de/backtrack/achtdamen/eight.htm**](http://www.hbmeyer.de/backtrack/achtdamen/eight.htm)

**Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

**Historical Profile:**

The **N-Queens puzzle** is the problem of placing N queens on an N×N chessboard so that no two queens attack each other. Thus, a solution requires that no two queens share the same row, column, or diagonal.

**New Concepts to be learned:**

Application of algorithmic design strategy to any problem, Backtracking method of problem-solving Vs other methods of problem solving, 8- Queens problem and its applications.

**Algorithm N Queens Problem: -**

void NQueens(int k, int n)

// Using backtracking, this procedure prints all possible placements of n queens on an n X n chessboard so that they are nonattacking.

{ for (int i=1; i<=n; i++)

{

if (Place(k, i))

{

x[k] = i;

if (k==n)

for (int j=1;j<=n;j++) Print x[j] ;

else NQueens(k+1, n);

}

}

}

Boolean Place(int k, int i)

// Returns true if a queen can be placed in kth row and ith column. Otherwise it returns false.

// x[] is a global array whose first (k-1) values have been set. abs(r) returns absolute value of r.

{

for (int j=1; j < k; j++)

if ((x[j] == i) // Two in the same column

|| (abs(x[j]-i) == abs(j-k))) // or in the same diagonal

return(false);

return(true);

}

**Example 8-Queens Problem:**

The eight queens puzzle is the problem of placing eight chess queens on an 8×8 chessboard so that no two queens threaten each other i.e. no two queens share the same row, column, or diagonal.

**Solution Using Backtracking Approach:**

The idea is to place queens one by one in different columns, starting from the leftmost column. When we place a queen in a column, we check for clashes with already placed queens. In the current column, if we find a row for which there is no clash, we mark this row and column as part of the solution. If we do not find such a row due to clashes then we backtrack and return false.

**State Space tree for N-Queens (Solution):**

**Implementation (Code):**

**OUTPUT:**

**Algorithm:**

**Analysis of Backtracking solution:**

**CONCLUSION:**

**Batch: Roll No.:**

**Experiment No. \_\_\_\_**

**Grade: AA / AB / BB / BC / CC / CD /DD**

**Signature of the Staff In-charge with date**

|  |
| --- |
| **Title: Implementation of Longest Common Subsequence String Matching Algorithm** |

**Objective:** To compute longest common subsequence for the given two strings.

**CO to be achieved:**

|  |  |
| --- | --- |
| CO 2 | Analyze and solve problems for divide and conquer strategy, greedy method, dynamic programming approach and backtracking and branch & bound policies. |
| CO 3 | Analyze and solve problems for   different string matching algorithms. |

**Books/ Journals/ Websites referred:**

1. **Ellis horowitz, Sarataj Sahni, S.Rajsekaran,” Fundamentals of computer algorithm”, University Press**
2. **T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein,” Introduction to algortihtms”,2nd Edition ,MIT press/McGraw Hill,2001**
3. **http://www.math.utah.edu/~alfeld/queens/queens.**

**Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

**Historical Profile:**

Given 2 sequences, *X* = *x*1 *, ..., xm*  and *Y* = *y*1 *, ... , yn* , find a subsequence common to both whose length is longest. A subsequence doesn’t have to be consecutive, but it has to be in order.

**New Concepts to be learned:**

String matching algorithm, Dynamic programming approach for LCS, Applications of LCS.

Recursive **Formulation:**

Define *c*[*i, j* ] = length of LCS of *Xi* and *Y j* .

Final answer will be computed with *c*[*m, n*].

c[i, j]= 0

if i=0 or j=0.

c[i, j]= c[i − 1, j − 1] + 1

if i,j>0 and xi=yj

c[i, j]= max(c[i − 1, j ], c[i, j − 1])

if i, j > 0 and xi <> yj

**Algorithm: Longest Common Subsequence**

**Compute length of optimal solution-**

**LCS-LENGTH** *( X , Y, m, n)*

**for** *i* ← 1 **to** *m*

**do** *c*[*i,* 0] ← 0

**for** *j* ← 0 **to** *n*

**do** *c*[0*, j* ] ← 0

**for** *i* ← 1 **to** *m*

**do for** *j* ← 1 **to** *n*

**do if** *xi* = *y j*

**then** *c*[*i, j* ] ← *c*[*i* − 1*, j* − 1] + 1

*b*[*i, j* ] ← “≈”

**else if** *c*[*i* − 1*, j* ] ≥ *c*[*i, j* − 1]

**then** *c*[*i, j* ] ← *c*[*i* − 1*, j* ]

*b*[*i, j* ] ← “↑”

**else** *c*[*i, j* ] ← *c*[*i, j* − 1]

*b*[*i, j* ] ← “←”

**return** *c* and *b*

**Print the solution-**

**PRINT-LCS*(b, X , i, j )***

**if** *i* = 0 or *j* = 0

**then return**

**if** *b*[*i, j* ] = “≈”

**then** PRINT-LCS*(b, X , i* − 1*, j* − 1*)*

print *xi*

**elseif** *b*[*i, j* ] = “↑”

**then** PRINT-LCS*(b, X , i* − 1*, j )*

**else** PRINT-LCS*(b, X , i, j* − 1*)*

Initial call is PRINT-LCS*(b, X , m, n)*.

*b*[*i, j* ] points to table entry whose subproblem we used in solving LCS of *Xi*

and *Y j.*

When *b*[*i, j* ] = ≈, we have extended LCS by one character. So longest com- mon subsequence = entries with ≈ in them.

**Example: LCS computation**

**Analysis of LCS computation**

**Output:**

**Algorithm:**

**CONCLUSION:**